Kevin I. Nguyen

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EDUCATION

California State University, Fullerton — Fullerton, CA
B.S. Computer Science — *Aug. 2021 - May 2025*

Georgia Institute of Technology — Atlanta, GA
M.S. Computer Science — *Expected December 2027*

EXPERIENCE

Capstone Team Lead — *Aug 2024 - May 2025*
Raytheon Technologies Sponsored Project — *Anaheim, CA*

- Directed a **5-person** team to build a geospatial clustering algorithm by translating Raytheon's theoretical model into a practical engineering workflow under guidance from an industry mentor
- Designed and optimized a Python-based geospatial clustering pipeline that processed **120k+** coordinate points and accelerated regional pattern detection by **70%** over baseline
- Coordinated **Agile** delivery using **Jira/Confluence** and integrated **REST API** endpoints for modular data ingestion, enabling smoother validation and iteration with Raytheon engineers

Machine Learning Research Intern — May 2024 - July 2024
CIC | PCUBED Summer Research Program (Volunteer) — *Fullerton, CA*

- Prepared and transformed a **1,000-record** dataset of user activity and emotion labels by performing cleaning, normalization, and feature engineering, ensuring high-quality inputs for downstream modeling
- Built and deployed a **TensorFlow** neural network by training on curated user activity datasets and tuning model parameters for emotion classification, resulting in a predictive model that contributed directly to research findings
- Produced data visualizations with **Matplotlib** and **Seaborn** by transforming complex model outputs and behavioral signals into interpretable charts, resulting in clearer communication of insights to the research team

PROJECTS

Machine Learning NBA Game Predictor | *Python* — *Jan. 2025 - May 2025*

- Aggregated team and player statistics by consuming a publicly available REST API, building a reproducible data-ingestion pipeline for model training and evaluation
- Developed an end-to-end machine learning workflow using **Scikit-Learn** by performing data cleaning, feature engineering, and model evaluation with metrics such as accuracy, precision, and recall
- Engineered predictive features from key stat differentials (points, rebounds, assists, and efficiency metrics) between home and away teams, strengthening **Random Forest** classifier performance.

Full Stack RSVP Web Application | *JavaScript* — *Jan. 2025 - Present*

- Engineered a full-stack event coordination platform using **React**, **Node.js**, **Express**, and **MongoDB**, delivering event creation, RSVP tracking, and user-specific views through a robust **REST API**
- Implemented secure **OTP-based** authentication and **JWT-backed** session management with **HTTP-only** cookies, protecting account access and preventing unauthorized login attempts
- Built a granular role-based authorization system that controlled organizer vs. guest permissions across API routes, ensuring correct data ownership and preventing improper modifications

Rotten Tomatoes Rating Retrieval System | *Python* — *Nov. 2025 - Present*

- Constructed a Rotten Tomatoes scraper by performing an on-site search and selecting the top Movie/TV match before extraction, resulting in accurate and fully automated retrieval of relevant titles
- Aggregated audience and critic scores into a standardized **JSON** schema using **BeautifulSoup**, enabling consistent downstream API consumption
- Developed a **FastAPI-based REST API** backend and Chrome extension with caching, retry logic, and a highlight-to-query interface, delivering low-latency rating lookups directly from any webpage

TECHNICAL SKILLS

- **Languages:** Python, C++, JavaScript, TypeScript, SQL, HTML, CSS
- **Frameworks:** React, Node.js, Express, Flask, Django, Scikit-Learn, TensorFlow
- **Database:** PostgreSQL, MySQL, MongoDB
- **Developer Tools:** Git, GitHub, Jira, Confluence, Next.js